The Fortress

www.Caerthe-sca.org

April 2012
Anno Societatus XLV

Baron & Baroness

Sir Robert and Lady Magge Magnus
Bobby and Maj Mortensen
8004 Sun Country Drive
Elizabeth, CO 80107
303-895-1226
BobbyGM@aol.com
excellencies@caerthe-sca.org

Baronial retinue

Chatelain	Lord Reynhard von Reutte
Ladies in Waiting	Baroness Cathrine de Norwood; Lady Raes Augustine; Lady Ellinor Rose Sanbourne; Morgan Cheyney
Capt. of Guard	Sir Flanagan
Guard	Mistress Ksenyia; Lord Kellsus; Lord Robartach de Montain Lord Fellix; Lord Argyl
Warlord	Lord Lord Taver
Sword of Chivalry	Lord Declan Galvin
Archery Warden	THL Ailinn Shadowfox
Crossbow Champion	THL Angus Montgomery
Premier Blade	THL Hawkrill
Blade of Chivalry	Lord Ronan
A&S Champion	THL Dianna Doria
Blakthorn Bard of Caerthe	Mistress Mistress Catrein von Berlin

Fighter Practices

Fighter Practice: Held Thursdays, 6:30–9:15 pm
Jefferson County Fairgrounds 15200 W. 6th Ave., Golden, CO 80401. Contact: Knight Marshal, THL THL Angus Montgomery the Forrester- marshal@caerthe-sca.org

Rapier Weapons Practice:
Thursdays, 6:30–9:15 pm
Jefferson County Fairgrounds 15200 W. 6th Ave., Golden, CO 80401
Contact: Marshal of Fence, Lord Buta - rapier@caerthe-sca.org

Archery Practice:
Mondays at Gander Mtn 6 til 9pm . Gander Mountain - 14000 E. Jewell Ave., Aurora Co. 80012, (right off of I-225) Cost: $5.00
Scout Park Practice is cancelled until Spring.
Contact: Archery Captain, Tangwystl Angharad verch Rhys (Tanwen) - archery@caerthe-sca.org

Officers of the Barony

Seneschal
THL Jethro Stille
Russell Weisfield
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Arvada, CO 80003
303-650-2265
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Aspen Pursuivant
THL Avram ibn Gabirol
herald@caerthe-sca.org

Knight Marshal
THL Angus
Montgomery the Forrester
Dwayne Beuthel
720-560-0627 (cell)
303-789-6090 (home)
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Constable of Caerhte
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Marshal of Fence
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Webminister
Lord Ronan
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Archery Captain
Tangwystl Angharad verch Rhys (Tanwen)
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Rob Smith
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Hospitaller
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Kathie Cameron
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Chronicler
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Stephanie Williams
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Minister of the Lists
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Melissa Morman
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mmorman@earthnet.net

Quartermaster
THL Forrester
Dwayne Beuthel
303-789-6090
dbeuthel@comcast.net

Scribe
THL Tyrfingr von Wolfsberg (Tyr)
scribe@caerthe-sca.org

Minister of Children
Lord Faolan of Galway
Anthony Arnold
720-431-1189 (texts preferred anytime)
youth@caerthe-sca.org

Baronial business Meetings:

Meetings are open to the populace.
The Barony of Caerthe holds its Business Meeting and populace gathering on the first Monday of each month from 6:30pm - 8:30pm. We meet on the First Floor of the Englewood Civic Center in one of the two large conference rooms (generally in the Perrin Room). Address: 1000 Englewood Parkway, Englewood, CO 80110.

Directions: Take best route to the intersection of Santa Fe Dr and W. Hampden Ave. Turn East on Hampden Ave. to S. Inca Way. Turn North on Inca Way, then immediately left into the subterranean parking garage. The Englewood Library will be on the left side of the road where Inca Way intersects with Englewood Pkwy.

Seneschals Report

Greetings Unto the Populace of Caerthe,

First, let me share in the joyous tidings from the Citadel of the Southern Pass wherein it was made known that Sir Flanagan and THL Drahomira were made the Crown Prince and Crown Princess! Huzzah! I encourage all of you to travel to the Shire of Aarquelle for Coronation in May. I know our barony has been richer for having these two good gentles in our midst and I am certain that the kingdom will also be greater when they sit upon the throne.

For those of you who were unable to attend the Tri-Baronial A&S competition, you will want to try and make it next year. Although initially there was some trepidation about this event, it was quite a success! Thank you to everyone who helped with it. Already plans are starting for next year's event which will likely also include the Barony of Dragonspine and possibly nearby shires.

Another event that I would like to once more highlight is Known World Cooks and Bards. There has been a great effort into creating this event and we hope and believe that it too will be a success. Many wonderful classes are planned to be taught by a swath of knowledgeable teachers from throughout the known world. If you have interest in cooking or barding, you will want to attend.

Finally, you will likely want to start making plans for the summer events. Crossroads will once again be at Byers and looks to be a grand time. Additionally, you will want to mark your calendars for the Academy of Grace and Valor. The summer will close with Battlemoor on Labor Day week-end. But before that spectacular event, there will also be some other opportunities to enjoy all that the SCA has to offer at a slew of events. I hope to see many of you there.

It remains my honor and privilege to serve as your seneschal.

YIS,

THL Jethro Stille
Seneschal of Caerthe

Cooks Guild

The April meeting of Caerthe's Cooks Guild will be held in conjunction with the Sixth Known World Bardic Congress and Cooks Collegium, the weekend of April 20-22, 2012. Website with event information is located at: http://caerthe-sca.org/events/KnownWorldCooksandBards2012.shtml

At the January meeting those present suggested we host a round table discussion on "How to Herd a Cooks Guild" Please think about what you have seen work or not work, would like to see more of, or less of, and send me your thoughts and comments prior to April 10th. And of course, please come to the event and take part in the round table and discussion. We are tentatively scheduled for Sunday afternoon.

The May meeting will be a meal at Golden Europe Restaurant.

In Service
Catrin von Berlin called Gwen Cat

Upcoming Events

April 7 Fontaine's Baronial Investiture and A Sworded Affaire; 14 Kingdom A&S; 20-23 Known World Cooks and Bards 2012;

May 5 Peasants, Rogues and ....; 12 Coronation; 17-20 Quest for Camelot; 25-28 Cross-roads; 25-28 Grand Outlandish

June 8-17 Lillies War; 9 Stags Bloodbath; 12-17 Uprising; 15-17 Warlords, Defenders and Rangers, Oh My!; 23 Pagentry in the Park; P-Banner Tourney

This is the March A.S. XLVI (2012) issue of THE FORTRESS, published by and for the members of the Barony of Caerthe, SCA, Inc. It is available from the Chronicler. It is not a corporate publication of the Society for Creative Anachronism, Inc. and does not delineate SCA policies. THE FORTRESS may return any submission that mentions or implies anything illegal. THE FORTRESS may also return any item not in the spirit of the Current Middle Ages such as items not concerning the SCA and/or not of interest to SCA members. Submission deadline is the 15th of the previous month. Internal artwork by THL Wyndylyn is based on registered arms or badges for the various offices, unless otherwise noted. Fortress logo by Jessica Kasper. Please send changes/corrections to chronicler@caerthe-sca.org

CROSSROADS

Welcome to Dublin, crossroads of the Irish and Dane. Yes Crossroads is still happening this year, May 25-28, 2012. And with no increase in site fee.

The site (Quint Valley Fairgrounds) has shady trees, grassy fields, potable water, flush and portable toilets, some electrical hook-up for campers, equestrian facilities (arena w/ some pens), lots of parking and an indoor feast hall/class space.

Site opens at 1:00pm Friday 5/25 and closes at 1:00pm Monday 5/28

Crossroads Champions competitions in archery, armored, light, bardic, A&S, and equestrian will be held. There is a change in the Overall Champion competition this year. Competitors must either participate in two marshal and either bardic or A&S, or one marshal and both bardic and A&S.

Want more fun? Anyone (or group) interested in hosting a special tournament, melee, archery shoots or other competition or class please contact the Event Steward to schedule for more information.

Fees
Camping Site fee:
Adults (15 years and older) $15,
Child (5-14 years) $7,
4 years and under FREE
A family cap of $50.00 will apply to camping site fees.
Day Trip:
Adults (15 years and older) $6/day,
Child (5-14 years) $3/day,
4 years and under FREE
The $5.00 Non-member surcharge applies for all adults.
Saturday evening feast: $7.00

Site Regulations:
* Site is WET, but please be considerate of others in the camp.
* Parking permits will be issued at gate and ALL vehicles must be removed from the camping areas after a limited unloading/loading period.
* Campers (RV's) will not be allowed in the tent camping area but may set up in the upper area near the area.
* Since there will be horses on-site, ALL participants will be required to sign the SCA Equestrian Waiver. (Your blue card does not cover this.)
* All list participants will be required to show a current membership (blue) card and Fighter Authorization (green) card prior to being admitted to the lists. NO exceptions

continued...

* Dogs (or other pets) are allowed but the must be on leash at ALL times. (Leash must be either held by someone or attached to something stable and non-moving

Location:
Quint Valley Fairgrounds 568 US Hwy 36, Byers, CO 80103
Directions:
Take I-70 east from Denver to exit 316, Byers, at the T intersection at the end of the off-ramp turn left (north) onto Main St. going under the highway continue north about ½ mile, to the Quint Valley Fairgrounds, turn left (west) into the fairgrounds.

Event Steward:
Cecelia Corr Mhaire (Mary Conley) corr.mhaire@juno.com

Meeting minutes

Populace Meeting Notes, Caerthe Business Meeting — March 5, 2012

Quotes of the evening: "Fourteen and a half archers have been attending" - Lady Tangwystl
THL Forrester: "The fencers are carrying the heavies"
Lord Buta: "And that's why I'm having back problems"
"I suggest we commit Rhiogan" - Lady Morgianna

A. OFFICERS REPORTS (~19 min)

a. Chirurgeon (Lord Robartach)
i. Nothing to Report
b. Youth Officer (Lord Faelan)
i. Canton Youth Officers please contact Lord Faolan
c. Fencing Marshal (Lord Buta)
i. Averaging 18 fencers
ii. Continuing Tourney training and period blade-work
d. Scribe (THL Tyrfingr)
i. Scribal Guild Meeting Was Good
ii. No Back Scrolls
iii. 1 New Scroll
iv. 19 Scrolls were completed by 13 people
e. Exchequer (Lady Ailleann)
i. Settlement Money was received by kingdom exchequer
ii. We still have enough money in our account to function
iii. Fighters are bringing in money
f. Web Minister (Lord Ronan)
i. 2486 unique visitors and 1.54 GB of bandwidth
ii. Most changes for KWCB 2012
iii. Changelog provided by webminister is MUCH appreciated.
g. MOL (Mistress Kseniya)
i. One Crazy tournament was held in February - Lady Ellinor was MOL
h. Captain of the Archers (Lady Tangwystl)
i. No Accidents
ii. 2 New 30# bows were purchased
iii. Many New archers at Gandre Mountain
iv. Thanks to Lady Celestina and Lord Wolfgang for running practices
v. Summer practices will be starting up soon
i. A&S Minister (Mistress Seuilla)
i. Tri-Baronial is coming - LET'S BRING CAERTHE GLORY
ii. Registrations for A&S Competitions are due soon
iii. No Caerthen A&S Night in March
iv. Possible lampwork in April
j. Herald (Lord Avram)
i. Lots of names and devices were passed. Congratulations!
k. Hospitaler (Lady Katelin)
i. Possible get together at Domin and Celeste's c. Mar. 30
ii. Contact with 2 newcomers
iii. Starting Excel spreadsheet of all contacts for tracking purposes
iv. From the society chatelaine: please keep websites updated and respond quickly to outside contacts

continued...

l. Chronicler (Dona Dearbhail)
i. A&S Special Issue upcoming
ii. New Fortress is available
m. Knight Marshal (THL Forrester)
i. Averaged 12 armored fighters
ii. Averaged 18 Fencers
iii. Averaged 12 target archers
iv. Averaged 3 knights
v. Ran Crazy Tourney where fighters acted out characters drawn from a deck
n. Quartermaster (THL Forrester)
i. Nothing to report

B. CANTONS/COLLEGES (<= 9 min)
a. Ravenhyrst (Lady Signy)
i. A&S meetings are in Fortress
ii. Most officers are reporting
iii. Planning for Season Opener udner way
b. Scola Metallorum (Angharad)
i. We held weekly fencing practices on the CSM campus for students and members throughout the month.
c. Bloodstone (Earl Mika)
i. **Open offices for Chronicler, Quartermaster, Youth Officer**
ii. Next meeting is April 4
iii. Planning for event in 2013
d. Hawks Hollow (THL Conrad)
i. We had 12 people attend the February business meeting. The month's activity was slow for most offices
ii. The Canton's Financial Policy has been rewritten, passed by the financial committee, and has been sent to the Kingdom Exchequer for approval
iii. I created polls on our local email group (very similar in nature to the SCA Census) in order to collect data so as to better advocate the desires of the populace
iv. All officers submitted budgets for FY2012 and they were approved by the Financial Committee
v. Our share of the Lawsuit Settlement has been sent to the Kingdom Exchequer as of 2/6/12 [UPDATE: It was received and cashed]

C. **GUILDS/QUASI-GUILDS (<= 5 min)**
a. Leatherworking (THL Forrester)
i. Will be making kingdom baldrics
b. Cooks (Mistress Catrin)
i. Yumminess at Kseniya's and Johann's this past month
ii. Sunday March 18 at Mistress Gwen Cat's will be preparing KWCB food

D. BARON/BARONESS WORDS (Baron Robert and Baroness Magge) (<= 5 min)
a. Fun events upcoming
b. Thank you to everyone who has been helping us

E. SENESCHAL'S REPORT (THL Jethro) (<= 10 min)
a. Directories (They're for sale)
b. Openings: Officer Deputies

continued...

F. QUICK OLD BUSINESS (5 min)
a. Thrones (Masahide-dono)
i. May be delayed till next year
b. Tri-Baronial A&S (THL Diana/THL Jethro)
i. Beautiful Savior Church in Broomfield on March 24th
ii. http://www.data-raptors.com/SCA/TriBaronialAandS.html
iii. Registrations Due Soon
c. Regional Practice April 1

G. LONGER OLD BUSINESS (<= 15 min)
a. Academy of Grace and Chivalry (Lord Tahir/Lady Eleanor)
i. Lots of out of kingdom instructors are planned and committed to coming
ii. Will be fun event!
iii. Jethro needs to learn the proper name of the event
b. Known World Cooks and Bards (THL Jethro/Mistress Catrin)
i. Pre-reg deadline is upcoming
ii. Looking for extra bedding for out of kingdom guests
iii. If you can help make DIA runs please contact Baron Andros
iv. Many classes are now posted
v. Cleanup and setup crew help is requested
vi. Server/kitchen help is requested
c. Tri-Baronial Champions
i. Discussion was held on what format we want. Her Excellency suggested that rather than one event to determine the champion, a summer-long format be established. Pluses and minuses were discussed on this. There were some concerns about trying to setup a quad/tri-baronial event in time. Their Excellencies will discuss with their cousins while at crown about potential possibilities.
ii. **Anyone intersested in co-ordinating a Tri-Baronial needs to have bid by April meeting**

H. NEW BUSINESS (<= 9 min)
a. Stags Bloodbath
i. **If interested in being event steward, must have bid by April**
b. Twelfth Night 2013
i. Voted unanimously to use Adams County Fairdgrounds next year
ii. **Bids from potential Event Stewards are now accepted**
c. Ideas for disbursement of $36K in Dance money from society are sought
d. See Lady Katrein for carpooling
e. Pageantry in the Park is set for 6/23

Canton of Hawk's Hollow

The Canton of Hawk's Hollow is a subsidiary branch of the Barony of Caerthe representing the northern Denver metropolitan area including the cities of Westminster, Thornton, Northglenn & Commerce City.

Seneschal
Herr Conrad von Zollern
Curt Conrad
303-426-1914 (no calls after 9 p.m.)
sesnschal@hawkshollow.org

Exchequer
THLady Ailinn Shadowfox
303-452-0717
exchequer@hawkshollow.org

Hospitaller
Lady Katelin de Irlande
Kathie Cameron
720-862-6915 (no calls after 9 p.m.)
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Arts & Sciences
Herrin Carola von Naumburg
303-868-8280
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Pursuivant Herald
THL Eric Morrison of Thistlekeep
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Archery Captain
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303-829-8219
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Webminister
Furukusu Masahide-dono
John Newton
720-292-0907
web@hawkshollow.org

Emergency Deputy Seneschal
THLady Cecelia Corr Mhaire
303-433-0132
corr.mhaire@juno.com

Populace Meetings:
Held in the O'Meara Ford Community Room on the fourth Tuesday of the Month (barring conflict) from 7pm to 9pm.

Directions: From I-25 and 104th Ave, go West to Melody Dr. Make a U-turn so you are heading East on 104th. O'Meara is between Melody and Bannock on the south side of 104th Ave.

"Parking: You can park either in front (by the Heidi's Deli) or on the west side of the building."

Archery:
Outdoor archery in the Fall and Winter is subject to weather. Please contact the Archery Captain for current practice information.

For more information:
Go to the Canton of Hawk's Hollow website at
www.hawkshollow.org
Canton of Hawk's Hollow - 3608 West 85th Avenue, Westminster, CO 80031

Scola Metallorum

The College of Scola Metallorum is another subsidiary branch of the Barony and represents the Colorado School of Mines in Golden, CO.

Seneschal
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ahouseth@mymail.mines.edu
(916) 396-3557

Knight Marshal
Lord Servillo (Mark Daubenspeck)
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303-803-8407

Newcomer Greeter
Lady Ailea Ingen Fhiodhbhuidhe
newcomer@scolametallorum.org

Arts and Sciences Contact
Mistress Gwen Cat
artsandscience@scolametallorum.org

College of three spires

The College of Three Spires received its full status at Caerthen 12th Night on January 6, 2007. It is associated with the colleges at the Metro campus in Denver.

At present, there are not sufficient members for the college to be active. If you are a student attending Metro, and are interested in holding one of the offices below, please contact the Adviser, Mistress GwenCat at the contact listed below.

Seneschal, Knight Marshal, Exchequer, Webminister, Rapier Marshal or Macer Herald

Adviser
Mistress GwenCat
Martina Grasse
grasse@mscd.edu

Guilds, Classes & Meetings

Brewer's Guild: inactive

Cook's Guild: Catrin von Berlin called Gwen Cat; http://rowdy.mscd.edu/~grasse/cooksguild1.htm

Embroidery Guild: inactive

Leatherworkers Guild: THL Forrester; Quartermaster@Caerthe-SCA.org; 720-560-0627

Scribe's Guild: inactive

Canton of Bloodstone

Regnum of Officers

Please do not call the officersafter 9 PM.

Seneschal
Mika Longbow
(Mike Park)
earlmika@aol.com
303-46-4820

Reeve
THL Kseniya Mikhailovna Morskaya (Melissa Morman)
mmorman@earthnet.net
720-981-0478

Chronicler
[OPEN]
Please contact the Seneschal if you are interested in this office.

Lists Minister
THL Trenette Genevieve Thibaudeau (Char Bernardin)
cbernardin3000@gmail.com

Herald
Lord Faolan O'Laighin of Galway
(Anthony Arnold)
argent_lycos67@yahoo.com
720-431-1189 (texting prefered anytime)

Knight Marshal **[OPEN]**
Please contact the Seneschal if you are interested in this office.

Hospitaller
Rioghán Mac an Ghabhan
(Rick Weise)
720-394-7043
rickdwiese@yahoo.com

Arts & Sciences Minister
Lady Morgan Cheyney (Morgi)
(Chaney Wiese)
303-667-7898
cltcros@yahoo.com

Quartermaster
[OPEN]
Please contact the Seneschal if you are interested in this office.

Web Minister
M'Lady Genoa Branwyn Love
(Gennetta E. Lovelady)
loveladyg@gmail.com

Chiurgeon
M'Lady Grace Devereux
(Elizabeth Cheshire)
elisabeth.chesher@gmail.com

Minister of Children
[OPEN]
Please contact the Seneschal if you are interested in this office.

Business Meetings: First Wednesday of the month at 7 pm at The Celtic Tavern, Riverside Downs in Littleton. 2620 W Belleview Ave, Littleton, CO 80123. This is just past Santa Fe (to the West) on Belleview.

Populace Gatherings: Have concluded for the winter months and will resume again after the snows end for the year sometime in Spring of 2011 at Cornerstone Park in the SW corner of the park, noon to 4 pm. 5150 S. Windermere St., Englewood, CO. There will be announcements on the Canton web site, as well as the Canton Newsletter and the newsletters of our many good neighbors around this region of the Kingdom of the Outlands.

Fighter Practice: Runs concurrent with Populace Gatherings, in same location.

Monthly Populace Pot-luck and Class: Lone Tree Civic Center, dates each month are posted on Readstan Yahoo Group list and freely cross-posted to other local lists and open to all who wish to attend. Everyone is welcome!

Canton of Ravenhyrst

Representing the cities of Aurora, Parker, Franktown, Elizabeth and their Environs.

Seneschal
Lady Signý Gyðadóttir
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303-881-8284

Knight Marshal
Simononides Spartiates
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Herald
Lord Ari St. Louis

Captain of Archers
Lady Celestina Sarti
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Exchequer
Lady Hannah d'Avila
Lori Abrams-Flohr
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THLady Medb Duinfeichin
Rae Gerold-Smith
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303-875-0639

Hospitaller
Lord Brynjolfr (Brynki) Alarrssonn
Brian Johnson
brynjolfr.ulfhedthinn@yahoo.com
303-881-9768

Chronicler
THLady Jorunn nic Lochlainn
Cathie Brailey
jorunnniclochlainn@yahoo.com
303-908-5343

Populace Meetings:
Populace meeting will be held the Sunday following Baronial Populace at the Fire Station 14 Community Room
22298 E. Aurora Parkway, Aurora, CO 80016

The Firehouse is on Aurora Parkway just south of the Gartrell exit from E-470. This is just south of the Safeway shopping center at Gartrell and Aurora Parkway.

Fighter Practices (Fencing and Heavy Weapons):
No fighter Practice during the Winter Months.

Archery Practices:
No Archery practice during the winter months.

WEBSITE: www.ravenhyrst.org
LIST: canton_of_ravenhyrst@yahoogroups.com

A&S Odds and Ends

The following articles and snipits are interesting topics I found while exploring A&S topics. I hope you enjoy them as well. The first two came from Stefan's Florilegium (http://www.florilegium.org ; THLord Stefan li Rous; Mark S. Harris) ~Dearbhail

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Archaic Chemical Names and Modern Equivalents
Baron Ibrahim ibn Abih al Thaalibi, OP, OL MKA Ron Charlotte

Alabaster-Calcium sulphate
Anhydrite-Anhydrous calcium sulphate
Aqua Metallorum-Mercury
Aqua Vitae-Unrectified alcohol;
sometimes refers to unflavored brandy
Baking soda-Sodium bicarbonate
Baryta-Barium oxide
Bleach-Sodium hypochlorite
Bleaching powder-Calcium hypochlorite
Blue vitriol-Copper sulphate
Boracic acid-Boric acid
Borax-Sodium tetraborate
Brimstone-sulphur
Calamine-Zinc carbonate
Caliche -sodium nitrate
Calomel-Mercuric chloride
Caustic Potash-Potassium hydroxide
Caustic soda-Sodium hydroxide
Chile saltpeter-Sodium Nitrate/ Sodium Nitrite
Chloride of iron-Ferric chloride
Condy's crystals-Potassium permanganate
Copperas-Ferrous sulphate
Cream of tartar-Potassium hydrogen tartrate
Dragon's Blood-Tincture of Antimony
Dragon's Blood II-Sap of draconea draco
Drikold-Solid carbon dioxide
Epsom salts-Magnesium sulphate
Flowers of sulphur-Sulphur in powder form
Fuller's earth-Non plastic clay
Glauber's salt-Sodium sulphate
Gypsum-Calcium Sulphate
Horn silver-Silver chloride
Hypo, photographic-Sodium thiosulphate
Ivory black-Carbon (from bones or other
. skeletal material)
Kaolin/ China clay-Aluminium silicate
King's Yellow-Arsenic trisulphide
Lime sulphur-Calcium polysulphide
Litharge-Lead trioxide
Lithopone-Zinc sulphide and barium sulphate
Liver of sulphur-Potassium polysulphide
Lunar caustic-Silver nitrate
Lye-Sodium hydroxide
Magnesia-Basic magnesium carbonate
Marsh gas-Methane
Massicot-Lead monoxide
Mohr's salt-Ferrous ammonium sulphate
Muriatic acid-Hydrochloric acid
Nitre-Potassium nitrate
Oil of Iron-Red Sulphur
Orpiment-Arsenic trisulphide
Oxymuriatic acid-Chlorine gas
Paris green-Copper arsenite
Plaster of Paris-Calcium sulphate
Plumbago-Graphite
Potash-Potasssium carbonate
Purple of Cassius-Colloidal gold
Pyrites (iron)-Ferrous sulphide
Realgar-Arsenic disulphide
Red lead / Minium-Lead tetroxide
Rochelle salt-Sodium potassium tartrate
Sal ammoniac-Ammonium chloride
Sal volatile-Ammonium carbonate
Saltpeter /Sal Petrier-Potassium Nitrate
Saltpeter, Norwegian-Calcium nitrate
Selenite-Calcium sulphate
Spirit of Nitre-Nitric acid
Spirits of salt-Hydrochloric acid
Sugar of lead-Lead Acetate
Table salt-Sodium chloride

continued...

Tartar Emetic-Potassium antimonyl tartrate
Tripoli-Diatomaceous earth
Verdegris-Copper Acetate /carbonate
Vermilion-Red Mercuric Sulfide
Vinegar-Acetic acid
Vitriol-Sulphuric Acid concentrated
Washing soda-Sodium carbonate
Water Glass-Sodium silicate solution
White arsenic-Arsenious oxide
White Lead-Lead carbonate
White vitriol-Zinc sulphate

My many thanks to Master Magnus of Atlantia, and John Burgess of New Zealand, for allowing me to mine their respective correspondences for nuggets of information.

Bibliography

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Rules of the Game of Tarot (1637)

The following is an attempted English language translation of the earliest printed rules of the game of Tarot (Abbé Michel de Marolles, 1637) as transcribed by Thierry Depaulis from documents at the Bibliothèque nationale de France (http://www.tarock.info/depaulis.htm). I should confess my knowledge of the French language is largely limited to the terminology used in the modern French game of Tarot and I have made extensive use of the Internet translation utility Babelfish. The English language terms employed here: King, Queen, Knight, Page, Coins, Cups, Swords, Wands and the names of the Fool and the Trumps are derived from the English language edition of the Tarot of Marseilles manufactured by Carta Mundi and distributed by US Games. The original document is written in a very old dialect of the French language and even those actually fluent in modern French or even one who is knowledgeable of the older dialect may have difficulty following it as it is often imprecisely worded with apparently a number of errors. It is possible that an English language version of these rules may have appeared in Micheal Dummett's "The Game of Tarot", but the book is sadly out of print and I was therefore never able to read it. To supplement what I was able to fathom from a computer assisted translation and my admittedly limited knowledge of French, as well as to suggest possible variants which might have been played at that time, I used some prior knowledge of other such games which I have learned from Stuart R. Kaplan's Encyclopedia of Tarot , David Parlett's "Dictionary of Card Games" and John McLeod's Card Games website (http://www.pagat.com/tarot/)

The author of the document (assumed to be Abbé Michel de Marolles) recommends the game for no more than three players and also claims it is not very pleasing for two. To make the two player game more agreeable, he appears to suggest stripping the pack of 12 of its 78 cards. Three cards of each suit are to be removed for this purpose: the 10, 9, & 8 of the Cups and Coins and the Ace, 2, & 3 of the Swords and Wands. The pip cards of the Cups and Coins, evidently rank in reverse order, which is common in games of this type. There also appears to be a reference to the Death (XIII) card which is difficult to decipher but does not appear to be pertinent to the play of the game. The author gives little detail of the two player variant, but I would guess that after 24 cards are dealt to each player, only 48 of the 66 remaining cards are in play. The discard and extra hand are probably not used. It may also be the case that the cards are counted in two's rather than three's.

The author gives more details of the three player game. Each player is dealt 24 cards. There remains thus 6 cards which appear to constitute the discard pile (this same discard pile would later be named the "chien" or "Talon" in the modern French and Austrian games). One of the three players (presumably the dealer) exchanges these 6 cards with up to 6 in his own hand. After this exchange, the discard card pile must not contain The Fool, any Kings, or any of the 21 Trump cards.(This arrangement also appears in the 3 player version of modern French Tarot and while this may be the earliest written rules of a Tarot game, it may not be the most common arrangement. In many of the simpler Italian or Swiss games, such as Scarto and Troccas, 25 cards are dealt to each player, leaving 3 cards in the discard pile). It appears in this variant that the discard pile is concealed from the other two players both before and after the exchange (In modern French Tarot, the "chien" is revealed before the exchange, but not after).

Much of the description is difficult to decipher but I would assume that, like other games of this type, that the eldest leads the first trick and that play is counter-clockwise with an obligation to follow suit if possible or Trump if not possible, otherwise play any card. The winner of

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a trick leads the next. (In the modern French game, there is an obligation to play a higher Trump than those previously played in the trick, but I doubt if such an obligation existed in this early variant).

Players receive points for certain combinations of cards in their hand at the play of the first trick. One of the cards, the ace of coins is termed "la belle" or "the beauty" for the purpose of a rather unusual rule, given below, which I have not seen in any other game of this family and so I doubt whether it was very prevalent.

1: Three Kings are worth one point of each one (I assume this means that the combination is worth fifteen points total). Four Kings are worth four points of each one (20 points) A combination of four court cards (four Kings, four Queens, four Knights, or four Pages) is termed an "Imperiale" A Tarot is one of these seven cards: King (of which there are four), the Fool, the Magician (I), and the World (XXI). Four Tarots would also be collectively worth 20 points. However the author suggests that if one wishes to include five or six of the seven Tarots as valid combinations, then four Kings should only be worth three points. Two Kings and The Fool wins one point of each one. Three Kings and The Fool are worth two. Four Kings and The Fool are worth six. World (XXI), The Fool, and Magician (I) are worth three. Four Tarots are worth one. Five Tarots are worth two. Six Tarots, are worth three. Seven Tarots are worth four. Seven Tarots and "la belle" (the ace of coins) are worth five.

2: There is also a bonus for having two of these three Tarots : the Fool, the Magician (I), and the World (XXI) or a penalty for not having any of them. If I understand the account correctly, the player minus one of these trumps apparently must pay a point to one (or both?) of the players who do have them. The player having only one of these Tarots might have to give it to the player having two of them in exchange perhaps for some lesser card. Stuart R. Kaplan, in his Encyclopedia of Tarot vol. I, gives this account of a similar rule in his description of 19th century Tarock games: "If the player has any two of these Tarot Trumps, he can ask his opponent for a third; if the latter cannot reply by showing a third Tarot Trump, the former can score five points; but if he has the third it must be given up to the asker, who then does not score, but gives him some card of small value in exchange." In Kaplan's account however, "Tarot Trump" refers not only to the the Fool, the Magician (I), and the World (XXI) but also to the four kings.

3: Ten Trumps are worth one point of each one(10). Fifteen Trumps are worth two (30). Twenty Trumps are worth three(60).(This is clearly an ancestor of the modern French Poignée. In the modern French game for three players, thirteen Trumps are worth 10, fifteen are worth 20 and eighteen are worth 40. Kaplan, in his 19th century variant, gives 10 points for any ten Trumps held in hand and 15 for any thirteen Trumps).

4: A player having the four honors (King, Queen, Knight, or Page) of each rank (called "Imperiale" in this account, but in some later variants, such as German or Danish Großtarock games, such combinations would sometimes be called "Cavallerie" and there is much variation in how many points they score) wins one point of each one. This apparently means that all four Kings in one hand score 20 points total; for four Queens, this would be 16; four Knights, 12; and four Pages, 8.

5: Brizigole (4 greatest or least Trumps): A player having the four greatest Trumps held in

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hand; The World (XXI), Judgement (XX), The Sun (XIX), and The Moon (XVIII) or the four least trumps; The Magician (I), The High Priestess (II), The Empress (III) and The Emperor (IV) wins one point of each one. For the five greatest; The World (XXI), Judgement (XX), The Sun (XIX), The Moon (XVIII) and The Star (XVII) or the five least; The Magician (I), The High Priestess (II), The Empress (III), The Emperor (IV) and The Pope (V); two points. For the six greatest; The World (XXI), Judgement (XX), The Sun (XIX), The Moon (XVIII), The Star (XVII), and The Tower (XVI) or the six least; The Magician (I), The High Priestess (II), The Empress (III), The Emperor (IV), The Pope (V), The Lovers (VI)The Magician (I), The High Priestess (II), The Empress (III), The Emperor (IV), The Pope (V) and The Lovers (VI); three points. (For comparison purposes, Kaplan's account has "any three of the Greater (or Lesser) Trumps held in hand" at 5 points, for four Greater/Lesser Trumps, 10 points; and for the five Greater/Lesser Trumps, 15 points).

All the above combinations must be declared at the start of the first trick for them to count towards the total score.

There are also bonuses for Petite au bout or Pagat Ultimo, that is, winning the final trick with the Magician(I) and a bonus for König Ultimo, winning the final trick with the King. Such achievements are worth 6 points.

The Fool (The Excuse): This account appears to be very much in keeping with the way it is played in modern French Tarot. I shall thus paraphrase from John McLeod's Rules of Card Games website for those not familiar with it: If you hold the excuse you may play it to any trick you choose - irrespective of what was led and whether you have that suit or not. the excuse can never win the trick - the trick is won as usual by the highest trump, or in the absence of trumps by the highest card of the suit led. It is legal to lead the excuse, and in this case the second player to the trick can play any card, and this second card defines what suit must be followed. The player that played the excuse keeps it in his trick pile, even though he may have lost the trick to which it was played. If the trick is in fact won by the opponents of the player of the excuse, the trick will be one card short; to compensate for this, the player that played the excuse must transfer one card from his trick pile to the winner of the trick. This will be a card of no point value; if he does not yet have such a card in his tricks, he can wait until he takes a trick containing a such a card and transfer it then.

The method used to count the cards appear to be that of grouping them in three's. I shall quote from John McLeod's website to illustrate this counting method. "A group consisting entirely of empty cards is worth one point. A group containing one valuable card is worth the value of that card. A group containing two valuable cards is worth one less than the sum of their values. A group containing three valuable cards is worth two less than the sum of their values. A group containing four valuable cards is worth three less than the sum of their values."

With Dummett's books now out of print, I hope this attempted translation proves valuable to those with an interest in how these early Tarot games were played. As of right now, this is all of what I can decipher from the earliest such rules. Perhaps someone more knowledgeable of the French language or having knowledge gained from other sources such as Dummett's books might wish to supplement it.

James D. Wickson

A Selection of Middle Ages Craft Guilds

The Craft Guilds were formed by a group of tradesmen or craftsmen engaged in the same occupation joined together. There were Craft Guilds for every trade or craft performed within a Medieval city or town. These trades or crafts included: masons, carpenters, painters, tanners, cloth makers, bakers, apothecaries, shoemakers/cobblers, and candle makers.

The Craft Guilds applied rules to the way in which trade was conducted during the Middle Ages. These rules were included in the charters of the Craft Guilds and included:
1) Any member who violated their charter was fined.

2) Any illicit trading by non Craft Guild members was banned or heavily fined.

3) The guild protected its members. Any member who fell sick was cared for. And the guild arranged for burials and cared for any orphans.

4) Because travelling was dangerous, guilds also provided protection of members horses, wagons, and goods.

The Craft Guilds ensured that their craft or trade effectively became a monopoly preventing any outside competition. Prices were fixed, but the guilds ensured that high standards of quality were maintained. The number of guild members were also regulated, allowing a restricted membership in order to ensure that the numbers of Craft Guilds did not exceed the business requirements. As time went by andCraft Guilds became more important the members of the Craft Guilds demanded that they shared in civic duties and leadership like members of Merchants Guild.

To become a member of Craft Guilds in the Middle Ages a man would have to work through three phases.

Apprentice - A Craft Guild apprentice was sent to work for a 'master' during his early teens for 5 and 9 years depending on the trade. During this time the apprentice received no wages just his board, lodging and training. An apprentice was not allowed to marry until he reached the status of a Journeyman.

Journeyman - A Craft Guild journeyman was paid for his labour. In addition his work, the journey man would create his 'masterpiece' which he would present to the Craft Guild as evidence of his craftsmanship in the hope of being accepted as a Craft Guild 'master'. Achieving the title 'master' heavily depended on the journeyman's standing and acceptance by the top members of the Craft Guild.

Master - A Craft Guild master could set up his own workshop and then train his own apprentices.

Some Games People Played

Glückshaus - A German dice game that used a betting board and dates back to at least the 1500. The name translates as house of "luck," or "fortune." Players take turns rolling the dice and and must pay, or win "coins" from the board.

Fidchell - In 1932 a board was found in a crannog (lake dwelling) in Ireland. It contained a 7 X 7 grid of holes, and was decorated with designs used in the 10th century. Many scholars believed it to be a Fidchell (also spelled Fithcheal, or Fitchneal) or "Brandubh" game mentioned in early
Irish legends, and related to Scandinavian Tafl games. These were the games of choice in Northern Europe prior to the introduction of Chess. The defenders win if the king escapes to the edge of the board, and the attackers win by surrounding the king.

Morris - One of man's oldest strategy games. Played by princes & peasants for 3,000 years, Morris is simple enough for children, yet the strategies can interest adults. The object is to form "mills"(3-in-a-row). When a you make a mill, you can steal an opponent's piece. You win by reducing the opponent to just 2 men. Early versions were played with 9 pieces, but in the 14th century diagonal lines were added to the board and was played with 12 men.

Ringo - Protect your castle from an attacking army Ringo is descended from a family of games including Fox & Geese, Fidchell, and Hnefatafl. They are all based on battles between unequal forces. The smaller army is given an advantage in movement to make up for it's smaller size.

Hnefatafl - This game is said to have been played by Norse cultures as early as 400 A.D., and was imported by the Vikings to Iceland, Britain, Ireland, and Wales. "Tafl" games were the primary strategy games in Northern Europe prior to Chess. Unlike Chess, or Checkers which are fought by armies from opposite sides of the board, "Tafl" games involve a single king and his defenders in the center of the board surrounded by an army of attackers twice their number.

Checkers & Backgammon - No explanation needed

Dice games
Put & Take - A centuries-old variation on dicing. Also called a "Teetotum," or "Ante-up". The players each ante a coin or two, then take turns spinning the top. The side that lands facing up tells you if must "put" more into the pot, or if you can "take" coins from it. The die is often 8-sided and commonly made from bone.

Dice where originally knuckle bones fron animals and came in some interesting shapes and sizes. There were bawdy German dice sets from the 15th century and may represent Adam & Eve (before the fall, no fig leaves!). Dragon dice and nightmareish dice were also common.